

K O S - M O S
生誕20周年記念
アンソロジー
[コスモス フィックス]

KOS-MOS

20th
ANNIVERSARY

KOS-MOSFIX

[HAPPY BIRTHDAY KOS-MOS YOU ARE 20 YEARS OLD TODAY!]

2002-2022

**Japanese
&
English**

written together
[日英併記仕様]



CHOCOLATE SHOP
<http://chocolateshop-feat.com>

10th
COMIC MARKET
FRIENDSHIP FOREVER

KOS-MOSFIX [HAPPY BIRTHDAY KOS-MOS TO HER 20 YEARS OLD TODAY!] 2002-2022

KOS-MOS

20th
ANNIVERSARY



The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today,
20 years later in the year 2022.



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FAN BOOK**

The written content and settings are Fan Fiction
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K O S - M O S
生誕20周年記念
アンソロジー
[コスモス フィックス]

KOS-MOS

20th
ANNIVERSARY

KOS-MOSFIX

[HAPPY BIRTHDAY KOS-MOS YOU ARE 20 YEARS OLD TODAY!]

2002-2022

この本は英語と日本語が併記してあります。
機械翻訳と人工翻訳が混ざっており
誤訳や読みづらい箇所が含まれている可能性があります
ご了承ください。

This book is written in English and Japanese.
Please note that this book to be mixed machine and
human translation, may contain mistranslations and
difficult-to-read passages.

すがた
その造形を見て、一瞬で恋に落ちた。

I fell in love with the moment I saw her "figure".

背になびく青き星雲。

生物である事を否定する数々のインターフェース。

機械である事を忘れさせる麗らかなシルエット。

遙か遠く、窮めて近く、そして未だ知らぬ存在を見据える、

超高精度の計測器官。

誰もを魅了する壁化でありながら、

決して人間のものにはならない偶像——女神の本質。

対グノーシス用人型掃討兵器 KP-X シリアル No.000000001。

『無い』ものを『在る』ものとするそのエフェクトは、

今も変わらず、この胸に焼き付いている。

———どうか。

2002年。ゾハルが人類には早すぎた遺物であったように、彼女も
また、我々オタクには早すぎた女神だったんだ。

おかげで20年経った今も KOS-MOS の版權物は脊髄反射で押さ
えることに。自分の『超性能ヒロイン好き』の一因は確実に彼女にあ
るでしょう。このメガ味。そしてこのメガ味。最高。

KOS-MOS を生み出してくれた『ゼノサーガ』と、彼女の設計に
関わったすべてのスタッフに感謝を。あとガーターベルトをつけた
CHOCO 氏は話があるので今度 V.I.P 設定させてくださいね。

Her hair, fluttering blue nebula.

Her interface, denying organism.

Her silhouette, forgetting machine body.

Far away, Close away, Imperceptible away.

Looking by ultra-precise instrumentation.

Idol fascinates everything, but never get on——

The essence of the goddess.

KP-X, humanoid type anti-Gnosis tactical weapon, serial number
000000001.

"nil" to "exist". I know this effect by heart.

...Probably, "she" was too early relic like "Zohar".

We're not ready yet for.

Even 20 years later, when I look at "KOS-MOS" merchandise was
buying.

It was just a knee-jerk reaction.

What made me loves "super-performance heroines", one is she.

She has PERFECT "MEGA-MI(goddess-atmos)", and "MEKA-
MI(robot girl-atmos)"

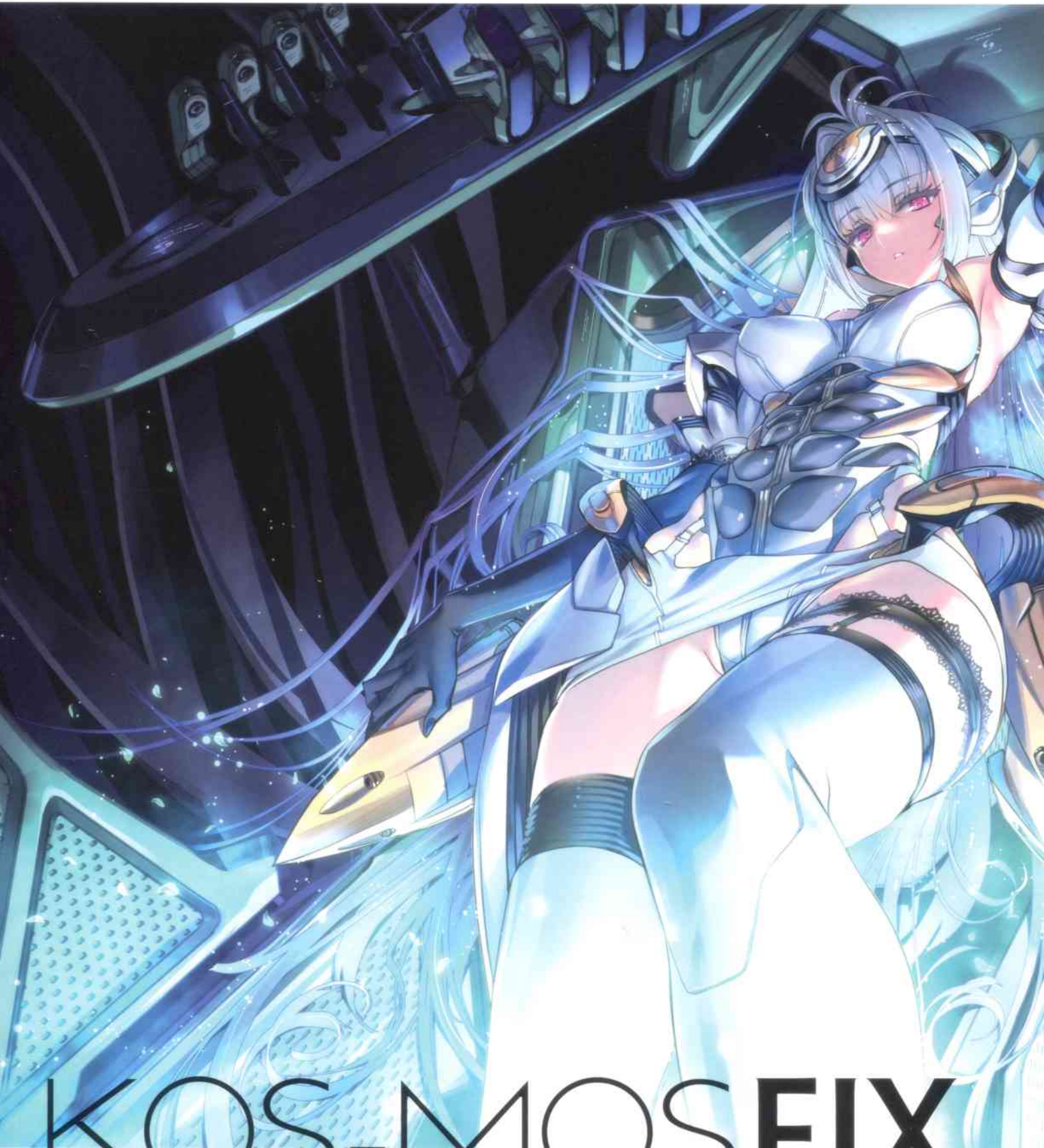
I am sincerely grateful that "Xenosaga" teams who give birth KOS-
MOS.

Also, I'd like to talk about her garter belt with Mr. CHOCO.

Let me hold a V.I.P. meeting next time.

KINOKO NASU





KOS-MOSFIX

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2002-2022

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004

VECTOR Development Dept. 1





Good morning KOS-MOS, how are you doing?
おはよう KOS-MOS 調子はどう?

2002年2月28日KOS-MOSは彼女を造ったシオンのこのセリフとともにメンテナンスベッドから目覚めました。

KOS-MOSはPS2用ゲーム「Xenosaga EPISODE 1 力への意思」に登場するプレイアブルキャラの一人で全身機械で出来たヴェクター社製戦闘用アンドロイドです。2006年発売の「Xenosaga EPISODE 3 ツァラトゥストラはかく語りき」までバージョンアップを繰り返しながら登場しますが、ストーリーが完結したあとも様々なコンテンツに出張し、2017年発売の「Xenoblade2」にもリニューアルした姿で登場しました。

そして2022年2月28日「Xenosaga EPISODE 1」発売より20年が経過し、劇中外見年齢18歳だった彼女はついに20歳になりました。

これまで様々な形で彼女を愛してくださったファンの皆様ありがとうございます！

この本は彼女をデザインしたCHOCOがこの作品に思い入れのあるゲスト作家の皆さんと共に彼女への思いを今の技術で振り返る記念イラスト集です。

2022年夏 麦谷興一 (CHOCO)

On February 28, 2002, KOS-MOS awoke from her maintenance bed with these words from her creator, Shiion.

KOS-MOS is a playable character in the PS2 game "Xenosaga Episode I: Der Wille zur Macht" a combat android made entirely of machines and manufactured by Vector.

After the story was completed, she continued to appear in various contents, and even appeared in a renewed form in "Xenoblade 2" released in 2017. On February 28, 2022, 20 years have passed since the release of "Xenosaga EPISODE 1," and she finally turned 20 years old, having been 18 years old in appearance.

Thank you to all the fans who have loved her in so many ways!

This book is a collection of commemorative illustrations by CHOCO, who designed her, together with guest artists who have a special attachment to this title, looking back on their feelings toward her with their current techniques.

Summer 2022
KOICHI MUGITANI(CHOCO)

HAPPY BIRTHDAY WISHES FOR YOU ARE 25 YEARS OLD MAY 25, 2003



KOS-MOS Ver.1



KOS-MOS Ver.2

[NAMCO x CAPCOM] 2005

[*Xenoaaga EP1*] 2002

[Xenoaaga EP2] 2004

[Xenoaaga 1-2] 2006

[Xenoaaga a missing year]

TERUHIKO IMAIZUMI



KOS-MOS Ver.1.1



KOS-MOS Ver.4 Swimsuit



Telos Swimsuit



セノサীগーの初プレイから20年、KOS-MOSは今も色褪せない。少女メカという組み合わせは、一歩間違えば一瞬で過去のモノになるのに、未だ自分の頭の中で一瞬で思い浮かぶ存在。淡いねKOS-MOS

今泉閣

It has been 20 years since I first played Xenosaga I, and KOS-MOS has not faded away. In many cases, the combination of a girl and a mecha is a thing of the past in an instant, but she is still an existence that comes to mind in my mind in an instant. KOS-MOS is great.

TERUHIKO IMAIZUMI



▶ パーシジョン・
少しスケスケボディ・
T-eloの胸の露出が半
端な感じ

▶ Slightly skeletal body,
Deficient in flesh with
T-los.

KOS-MOS Ver.3



▶ パーシジョン・
ボディに露出・露出が半端な
感じのボディ・
T-eloの胸の露出が半
端な感じ

KOS-MOS Ver.4



▶ パーシジョン・ボディに露
出が半端な感じ・
T-eloの胸の露出が半
端な感じ

▶ Munio Elera Puchet.

KOS-MOS Ver.4 famista

[Xenoblade EP3] 2006

2005

[Famista2011] 2011

[無限のフロンティア] 2008

[同EXCEED] 2010

[PROJECT X ZONE] 2012

[同2] 2015

[Xenoblade 2] 2017

T-elos



▶ T-elos
T-elosの胸の露出が半
端な感じ

▶ Cutting them blades
because they have flesh
and blood.

T-elos Re.



▶ T-elos Re.
T-elosの胸の露出が半
端な感じ・KOS-MOS
の胸の露出が半端な
感じ

▶ Equipped with glasses
and a skirt.
What a good friend of KOS-
MOS.

KOS-MOS Re.



▶ KOS-MOS Re.
T-elosの胸の露出が半
端な感じ・T-elosの
胸の露出が半端な
感じ

▶ Redesignated by Munio
Elera, What a good friend
of T-elos!

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002. In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies, and travels around the universe with the player. Even after the game was completed, she was loved by everyone and continues to inspire us today. 20 years later in the year 2022.

KOS-MOS is a cutie.
KOS-MOSは呪いである。

KOS-MOS Ver.1

(2022年 CHOCO 作画)

できるだけ設定は当時のものに倣いつつ、現在のタッチで描いてみました。体型の違いは CHOCO の性癖の変化だと思います。

腰の金色パーツの形状などが違いますが、正確に昔のデザインをなぞろうとしても立体形状がうまく人体に合わないで仕方なく変更しました。股関節の稼働に干渉するので、もうちょっと考えて配置しなさいと叱りたいです。

フィギュアなど立体化された Ver.1 の同箇所を見ても処理に苦労した感じが伺えます。

左上腕の塗り分けは最早何を根拠にこうなったのかわかりませんが、今となってはそういう設定画だったからと、なぞるほかありません。

ただ当時からアイコンとなるパーツをいくつか配置して残したので、今描き直してもちゃんと彼女になりますね。と当時の自分に言ってあげたい。

(drawn by CHOCO in 2022)

I tried to draw with a current touch while following the settings of the time as much as possible.

The difference in body shape is due to the change in CHOCO's sexual habit. The shape of the gold parts on the waist are different, but I had no choice but to change them because the three-dimensional shape does not fit the human body well even if I tried to follow the old design exactly. I would like to scold them to think a little more about the placement of the parts because they interfere with the operation of the hip joints.

Even if you look at the same part of Ver.1 that has been sculpted into a figure, you can see that it was difficult to process. I don't know what was the basis for painting the left upper arm, but now I have no choice but to trace it back to the original drawing.

However, I placed and left some iconic parts from that time, so even if I redraw her now, she will still look like her. I would like to say to myself at that time: "I am not a good artist, but I am a good person."

2002 to 2022

2002年当時は新しくデザインを生み出すことに必死で、それが当時なりに全力を出し切った結果であります。

もうとっくに作品は終わっているはずなのに、やはりまだまだやれることがあったのでは？という心残りがあり、完璧な彼女を求めて20年たった今でも書き直し続けてしまうという病いに縛られているのです。

In 2002, I was desperate to create a new design, and this was the result of my best efforts in my own way at the time. Although the production should have been finished by now, I still felt that there was more I could have done. I am still bound by the curse that I continue to rewrite her even after 20 years in search of her to be perfect.

一番最初に描かれた KOS-MOS Ver.1 コンセプトイラスト。

(1998年 CHOCO 作画)

時々聞かれます。KOS-MOSをデザインしたのは誰か？

最初にゲーム全体のメインキャラクターデザイナーである田中久仁彦さんが顔とヘッドギアのデザインを描き、途中からバトンタッチされてメカデザイン担当だったCHOCOが体部分をデザインしました。

最終的な顔や設定画は田中さんが描かれるのを前提にしているのでラフな画しかなく、この絵と決定稿とは色やディテールが少々違います。

The very first KOS-MOS Ver.1 concept illustration.

(drawn by CHOCO in 1998)

Sometimes asked, who designed KOS-MOS?

First, Kunihiro Tanaka, the main character designer for the entire game, drew the face and headgear design, and then CHOCO, who was in charge of mechanical design, took over the baton and designed the body part. The final face and setting drawings were based on the assumption that Mr. Tanaka would draw them, so there were only rough drawings, and the colors and details were slightly different between this drawings and the final draft.





KOS-MOS is grotesque.
KOS-MOSはグロテスクである。

KOS-MOS アーキタイプ (2022) Illustration/CHOCO

ハンスベルメールの球体人形がモチーフのアーキタイプは、そのモチーフと同じく無垢さと邪悪さを持ち、劇中では惨劇を起こします。

人の形をしつつ、人間ではない。全裸の少女の姿とその残忍さから、見る者の加虐性を刺激し、隠された欲望を開放してもよい対象として機能してしまう。

だから KOS-MOS はグロテスクである。

The archetype is based on Hans Bellmer's spherical doll.

She is as innocent and evil as her motif and is a scourge in the play.

While in human form, it is not human.

Because of her naked girl figure and her brutality, she stimulates the viewer's aggravation and serves as an object to which hidden desires may be unleashed.

Therefore, KOS-MOS is grotesque.



KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Mega Man Episode 1: The Wily Act Pacific" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her slumber, converts to new various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

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20 years later in the year 2022.



KOS - MOS is a challenge.

KOS - MOS は挑戦である。

(いま、モッコスって言ったヤツ、表へ出なさい。

そうあなた。あなたです。今言ったでしょ？顔が老けたとか、透明ボディがキモいとか、
前のが良かったとか… そんなこと思ってない？

…私が一番思ってるわ！！！！

どんなにステキな姿を見せても、邪神の名前は消えない。

いいでしょう。この名前を宇宙が終わるときまで残すのみ…)

シオン、シオンが呼んでいます。

(The guy who just said "MOKKOS" Step outside.....

You. Yes, you. You just said that, didn't you?

Do you think my face has aged, or that my transparent body is gross, or that you liked the
way I looked before? You don't think that? ...I think that myself most of all. ! ! ! !

No matter how nice my figure looks to you, the name of the Evil God will never go away. All
right. I will only leave this name until the end of the universe...)

shion, shion is calling me.

The guy who just said

いま、モッコスって言ったヤツ、表へ出なさい。

"MOKKOS"

Step outside.....

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille der Macht" was released on February 28, 2002.
It is the fourth and last KOS-MOS anime from the credits, someone into various battles,
and travels around the universe with the ship.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

汝ら神の如くなりん
You shall be as god.



014

VECTOR Development Dept. 1



広義のポルノグラフィに基づくなら、
女性人体の内部構造をを刺激的だと感じる人
にはKOS-MOSは新しい形のビジュアルで僕ら
の未開拓分野を刺激する題材になってくれる
KOS-MOSはポルノスターといえます。
彼女はすました顔で見せてくれるでしょう。ゲ
ロテスクとは違う形で人体の美しい構造を。

Based on pornography in the broadest sense of the term...

For those of us who find the inner workings of the female
body stimulating, KOS-MOS is a porn star who has given
us a new form of visual subject material to inspire our
unexplored field.

She shows us the beautiful structure of the human body in
a different way from the grotesque, with a cool look on her
face.

KOS-MOS is pornography.
KOS-MOSはポルノである。



▶ KOS-MOS Ver.4 胸像フィギュア用のイラストレーショ
ン(2018年作画 CHOCO)
残念ながら製品は発売中止になりました。

Illustration for KOS-MOS Ver. 4 bust figure (drawn by
CHOCO in 2018) Unfortunately, the product has been
discontinued.

◀ KOS-MOS Ver.1 (2022年作画 CHOCO)
エピソード1劇中シーンより。

KOS-MOS Ver.1 (drawn in 2022, CHOCO) from the scene
in Episode 1.

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Keroro Episode 1: Our Wife our Pluck" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.
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Ver.X "VISION"



結局 KOS-MOS が残してくれたものは何だったのかというと
ロボットにレース? 脊髄まで見えてしまう透明ボディ? そういう事象だけではなくて

倫理観を気にしないでよい表現の土台
欲望を描き出せるリミッターの開放されたモデル。
何にでも挑戦できるフィールド
つまり KOS-MOS は楽園なのです。

そんな場所で KOS-MOS を描いてみました。"KOS-MOS Ver.X VISION"

After all, what did KOS-MOS leave us with?
A race to the robot? Invisible bodies that allow us to see up to the spine?
It's not just about those phenomena.

A foundation for expression that does not care about ethics.
A Model with an open limiter that can depict our desires.
A field where you can challenge anything
In other words, KOS-MOS is paradise.

I drew KOS-MOS in such a field." KOS-MOS Ver.X VISION"

KOS-MOS is paradise.
KOS-MOS は楽園である。



KOS-MOS Ver. 4wx

Antioxidant coated Body Plan for Underwater Combat

[抗酸化コーティング水中戦闘用躯体プラン]



あるいはラフだけ描いて仕上げ候補に挙がらなかった線画墓場

Or a graveyard of line drawings where only rough sketches are drawn and no finishing touches are considered.

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

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(2022) Illustration/CHOCO

019
VECTOR Development Shop

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

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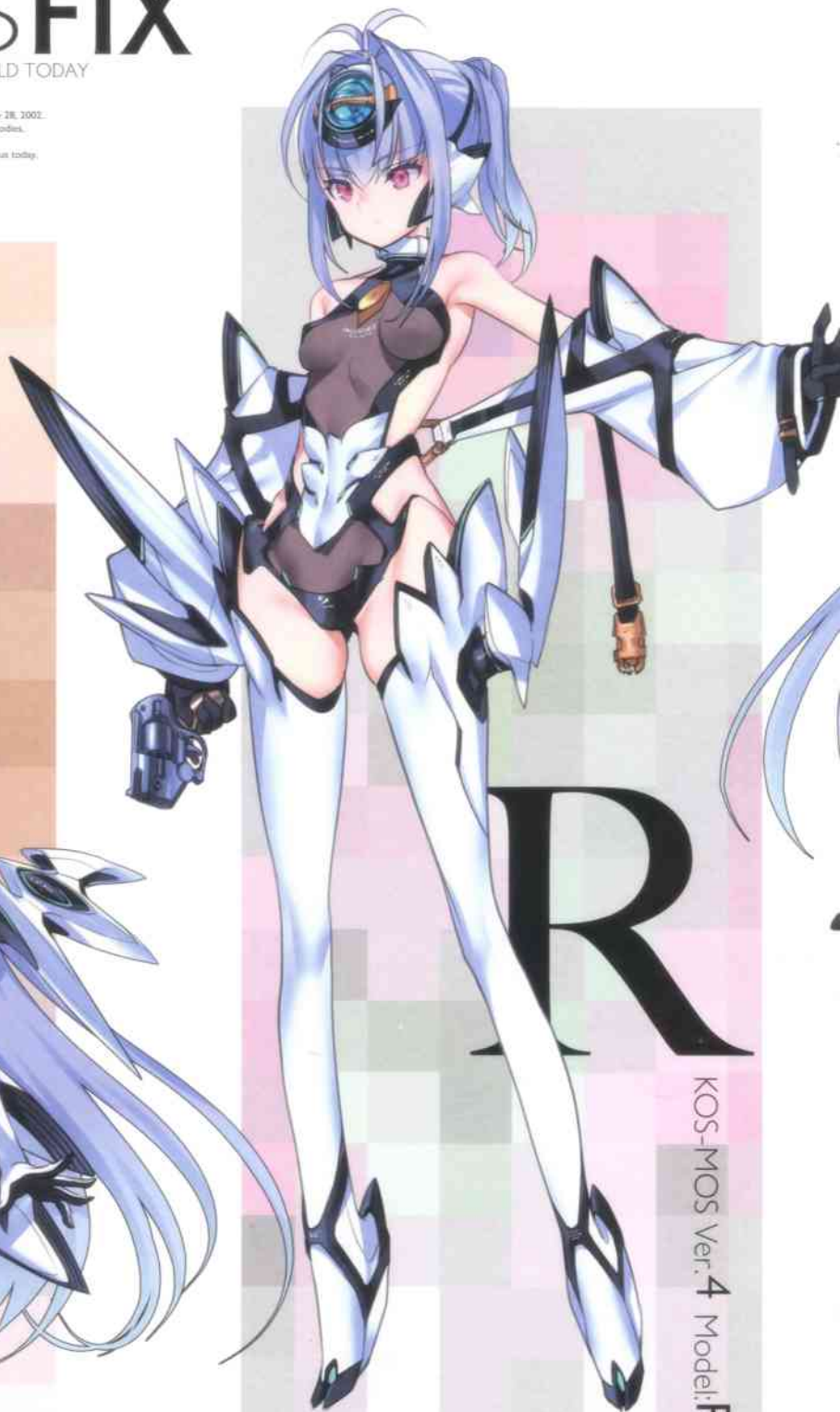
KOS-MOS Ver.4 Model:L-1

L



Ver.4 派生低身長モデル
小型化しすぎて武装を内蔵しきれず、
外装パーツが大幅に増えてしまった
本末転倒プラン

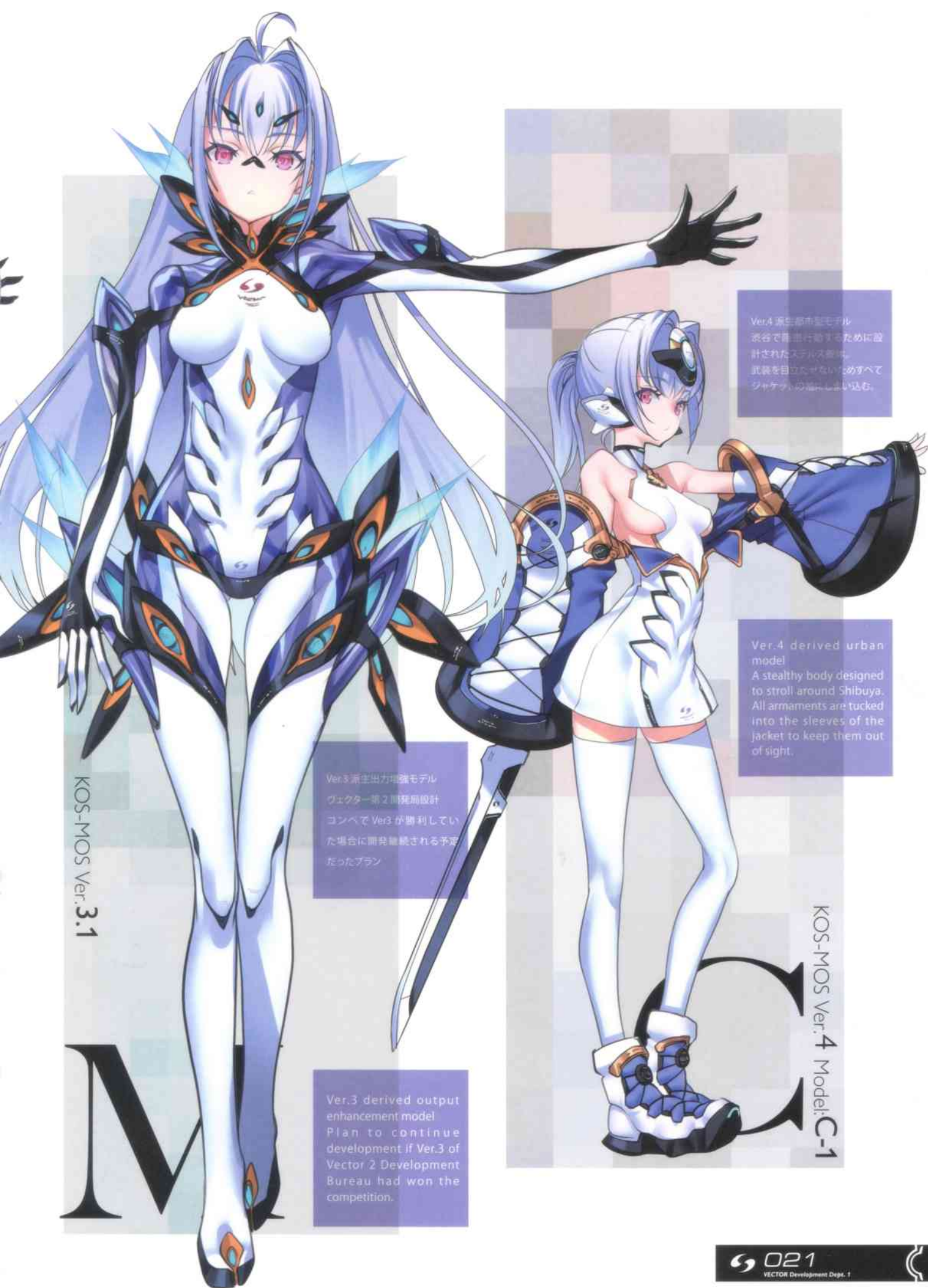
Ver.4 derived low height model.
A plan that is a complete reversal
of the original plan, in which the
outfitting was made too small
to be built in, and the number
of exterior parts has increased
significantly.



KOS-MOS Ver.4 Model:R-1

Ver.4 derived ultra-light and
fast model.
In other words, it is thin and
fast. She doesn't need to
hold a long rifle, she can hit
even a handgun if she runs
and approaches.

Ver.4 派生超軽量高速モデル
つまり細くて足が速い。
長いライフルを持たなくても走っ
て近づけばハンドガンでも当たる。



Ver.4 派生都市型モデル
渋谷で隠密行動するために設
計されたステルス型機。
武装を目立たせないためすべて
ジャケットの袖にしまい込む。

Ver.4 derived urban
model
A stealthy body designed
to stroll around Shibuya.
All armaments are tucked
into the sleeves of the
jacket to keep them out
of sight.

Ver.3 派生出力増強モデル
ベクター第2開発局設計
コンペで Ver.3 が勝利してい
た場合に開発継続される予定
だったプラン

Ver.3 derived output
enhancement model
Plan to continue
development if Ver.3 of
Vector 2 Development
Bureau had won the
competition.

KOS-MOS Ver.3.1

KOS-MOS Ver.4 Model:C-1



021

VECTOR Development Dept. 1



KOS-MOS Ver.4 Model:BN

KOS-MOS Ver. | Model:BN

局地隠密作戦用バニーガール装備

Bunny girl equipment for local covert operations



ヘッドギアを超大型化しても自然に人類生活圏に溶け込める装備として提出された画期的装備プラン。

設計主任の認可が降りず、製造はされませんでした。

This revolutionary equipment plan was submitted as equipment that could be super-sized headgear and still blend naturally into the human sphere of life. The chief designer's approval was not granted, and it was not manufactured.

(2022) Illustration/CHOCO

KOS-MOS IX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY!
2002-2022



KOS-MOSFIX

BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.
In this carnival, we'll dress KOS-MOS up from her original, converts into various looks.
and we'll have a contest to see who can dress her up the best.
After the contest, the winner will be chosen by everyone and will be the winner of the day.
20 years later in the year 2022.

KOS-MOS Ver.2 Model:CN

Ver.3 局地隠密作戦用チャイナドレス装備

China dress equipment for local covert operations

もともと人類生活環境での作戦行動を前提にしている KOS-MOS は外見もサイズも一般的な人体を基準としています。

とりわけヘッドギアを完全内蔵型にした Ver.2 はスキンコーティングを施すと最も人間に近い外見になります。

ただ水中用戦闘装備と違い熱交換キャパシティが不足するため背面フィンをはくことが出来ず、ヴェクターの科学技術の粋を尽くしてもスキン部分の露出をこれ以上減らすことが不可能なのです。

Originally designed to operate in a human living environment, KOS-MOS is based on the general human body in both appearance and size. Especially Ver. 2.

She has a fully integrated headgear, and when skin coating is applied, her appearance is the closest to that of a human being.

However, unlike underwater combat equipment, the heat exchange capacity is insufficient to cover the rear fins, and even with the best of Vector's scientific technology, it is impossible to further reduce the exposure of the skin area.

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to exist today.
20 years later in the year 2022.

Ver.4.1

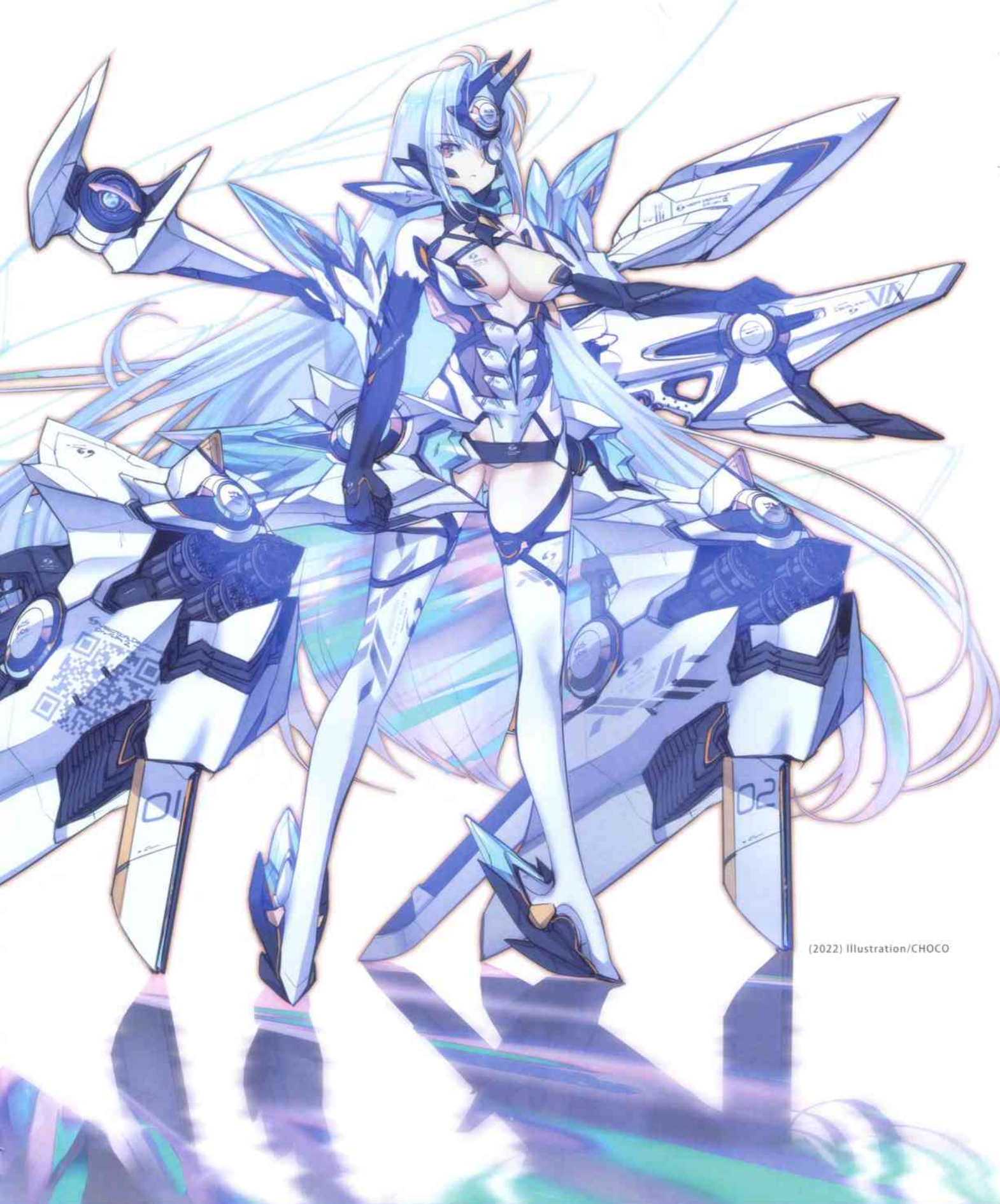


左右に従えているユニットは追加武装ではなく「KOS-MOS が人型である必要がない」という思想に基づいた自律式の「非人型 KOS-MOS」です。
そのそも KOS-MOS は戦略体系の名称であり、この彼女達も 3 人揃うことで広域戦術攻撃『ラインの乙女』を発動することが可能になります。
出力の増大化に伴い、各部コンデンサと放熱用フィンが大型化されています。

Ver.4 のデザインは基本的に足し算です。
コッテリディテールの装備、たくさんの棘、ハイコントラストのカラーリング、多すぎるマーキング、そして容赦無い肌色。
令和になったいま、正直ダサイと言われても仕方がないが 40-50 代の男の子はきっとコレが好きなんじゃない。そんな Ver.4 に夢を載せてプラス 0.1
これが Ver.4.1

The units that follow on either side are not additional armaments, but autonomous "non-humanoid KOS-MOS" based on the idea that KOS-MOS do not need to be shaped like a human being. KOS-MOS is also the name of a strategic system, and when all three of them are present, they are capable of activating wide-area strategic actions, or "Maidens of the Rhine". The capacitors and heat-dissipating fins have been enlarged to accommodate the increased power output.

The design of Ver. 4 is basically additive.
The detailed equipment, many spines, high-contrast coloring, too many markings, and unrelenting skin coloring.
Now that we are in the age of 2022, it may be called tacky, but boys in their 40s-50s will surely love it!
Ver.4 with a dream plus 0.1
This is Ver. 4.1



(2022) Illustration/CHOCO

KOS-MOS



KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS3 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 28, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today,
20 years later in the year 2022.

K

x

T

:M

KOS-MOS 生誕 20 周年おめでとうございます！
参加させていただける機会を下された御父様へ
感謝を…。

今なお心に刻まれているシーンを描きました。
これからもずっと KOS-MOS を描き続けていき
たいですね。

Congratulations on the 20th anniversary of
KOS-MOS!

Thank you CHOCO for giving me the
opportunity to participate!

I drew a scene that is still etched in my mind.
I hope to continue drawing KOS-MOS for a
long time to come.

i l l u s t r a t i o n /

ねぐれすこ

N E G R E S C O



KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille der Phantasie" was released on February 28, 2002.
In it, the cosplayer and/or KOS-MOS fans from her studio, converted into various bodies,
and usually around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

ILLUSTRATION / RA

非常荣幸能参与到这次的 KOS-MOSFIX !

老实说当得到老师的邀请时我十分的惶恐，

毕竟从 Xenogears 到 XenoSaga 以及 Xenoblade 我都是忠实的玩家，
高桥监督宏大的世界观给了我巨大的冲击。

CHOCO 老师的 T-elos 以及其他超越时代的设计都让我非常惊艳，

特别是中二的我第一次看到 T-elos 出场，那种兼具强大，

美丽以及高贵的气场给我留下了深刻的印象！

希望老师能一直在业界活跃下去，我一直都非常喜欢老师的作品。

(这次画的 T-elos 特地采用 X 的构图，也是应和“Xeno”的意象，是我的一点私心：))

この度は KOS-MOSFIX に参加させていただき、とても光栄です！

CHOCO 先生のお誘いを頂けるなんて正直恐縮です。

Xenogears から、Xenosaga、Xenoblade まで全部プレイしました。本当に高橋監督の大ファンで壮
大な世界観にとても刺激を受けました。

CHOCO 先生の T-elos やその他の時代を超越したデザインもとても素晴らしく、厨二病の私は T-elos
の初登場のシーンで、彼女の強さと美しさ、そして華やかなオーラに心を打たれました。

今後も先生をずっと応援していきますので一層のご活躍を心よりお祈り申し上げます！

(今回の T-elos のイラストは“Xeno”のコンセプトに合わせて「X」の構図にしてみました。

私のこだわりです：))

It was a great honor to be a part of this KOS-MOSFIX!

To be honest, I was terrified when I got the invitation from CHOCO.

After all, I've been a loyal gamer from Xenogears to XenoSaga and Xenoblade.

Takahashi's grand worldview gave me a huge impact.

CHOCO's T-elos and other designs that transcended the times were amazing to me.

In particular, the first time I met T-elos in sophomore, that both powerful, beautiful and noble aura to
me.

I was impressed by the powerful, beautiful and noble aura of T-elos!

I hope that you will continue to be active in the industry, I always like your work very much.

(This painting of T-elos specifically uses the X composition, also in line with the imagery of "Xeno", is a
bit of my personal feelings:))

THE



KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY.
2002-2022

The PS2 video game "Turnabout Samurai: The War on Peace" was released on February 28, 2002.
It is the earliest artwork KOS-MOS appeared from her creator, designer and scenario writer,
not created around the universe with the game.
Ever after the game was completed, she was loved by numerous and continues to inspire us today.
20 years later in the year 2022.

[KOS-MOS Ver.00EX (ゼロGゼロ気圧対応型コスモス)]

K O S - M O S

m o s

Ver.

宇宙運用を想定して改良された 0G0気圧対応型 KOS-MOS.

機体の各部に数基の姿勢制御用バーニアスラスター、背部にはイナーシャルカウンターとメイン推進モーターを装備。

二基のマニピュレータードローンを従えて無重力下で自在に活動する事が可能。

A zero-g, zero-atmospheric-compatible KOS-MOS improved for space operations.

She is equipped with several vernier thrusters for attitude control in each part of the fuselage, and an inertial counter and main propulsion motor in the back.

She can operate freely in zero gravity with two manipulator drones.

0 0

KOS-MOS 生誕 20 周年おめでとうございます。

もうそんなに経つんですね。

発表当初デザイン画を見て度肝を抜かれたのを今でも鮮明に覚えています。

まさに「とんでもないヤツと同じ時代に産まれちゃったぜ」というやつですよ。

さて、この絵なんですけど最初は原作リスペクトと思って描いていたのですが、外装強化パーツを追加したあたりからあれよあれよとデザイン全然違う扱配になってしまいました…反省。

これから KOS-MOS が輝き続けますように！

NiO

E H

Congratulations on the 20th anniversary of KOS-MOS.

It has already been that long.

I still vividly remember being astonished when I saw the design when it was first announced.

It was exactly the kind of thing that says, "I was born in the same era as an extraordinary person."

I drew this picture at first thinking that it was a respect for the original work.

However, when I added the exterior reinforcement parts, the design became completely different from the original... I regret that.

May KOS-MOS continue to shine!

Design/Illustration

NiO





KOS-MOSFIX

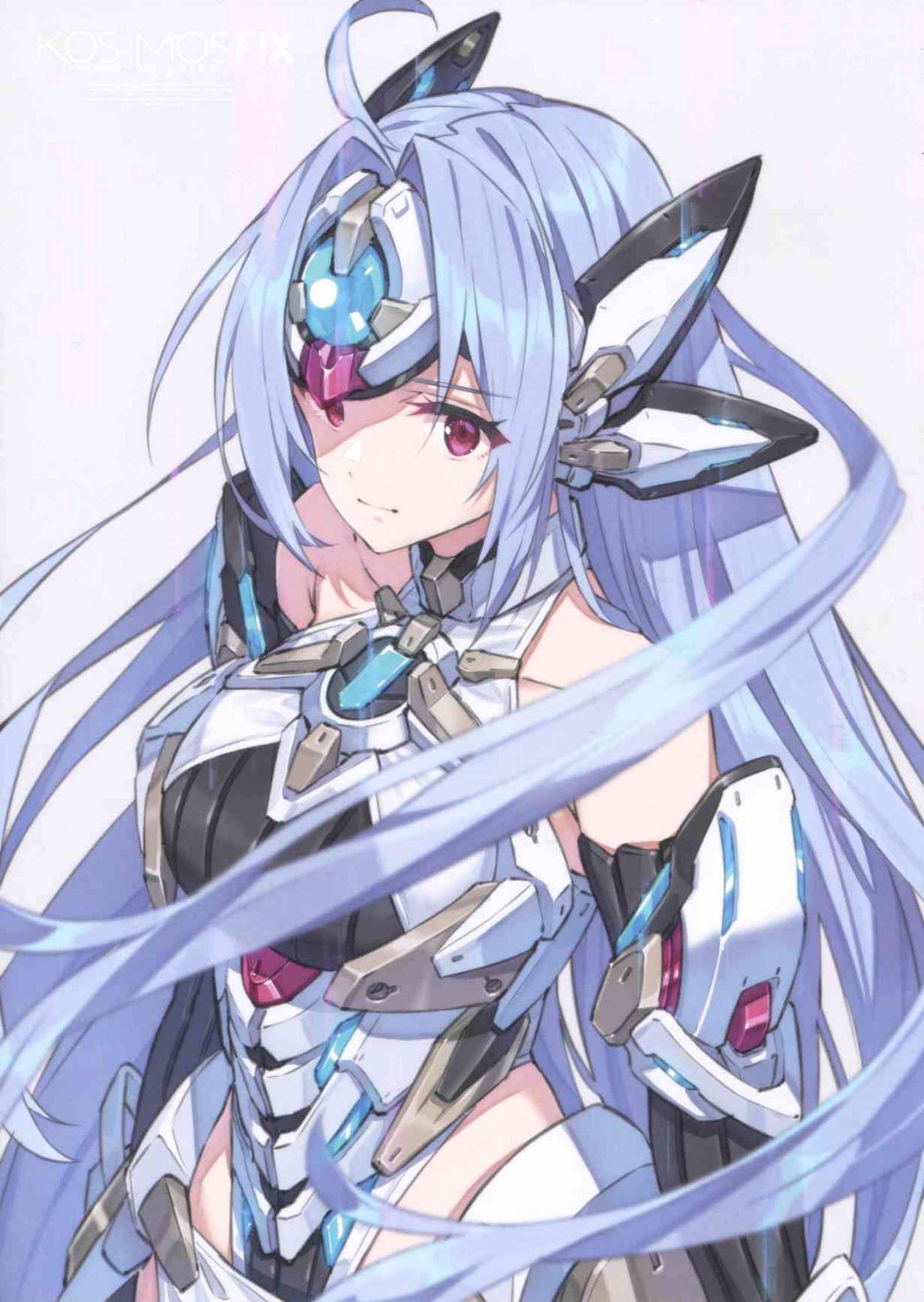
HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Xenosaga Episode I: Der Wille zur Macht" was released on February 22, 2002.
In it, the combat android KOS-MOS awakens from her cradle, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later in the year 2022.

KOS-MOS

illustration/ 白井政一郎
M A S A I C H I R O U S U I

KOS-MOS.FIX



KOS-MOS Ver.4s

Design/Illustration/
S a i t o m

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY

2002-2022

The PS2 video game "Domestic Diversion - The "Milly" Mystery" was released on February 2, 2002.
KOS-MOS was created by the PS2 PDC, consisting of six key artists, including the character designer.
KOS-MOS was created by the character designer and the artist.
Domestic Diversion was released, and was based on the character and concept art created by the artist.
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S



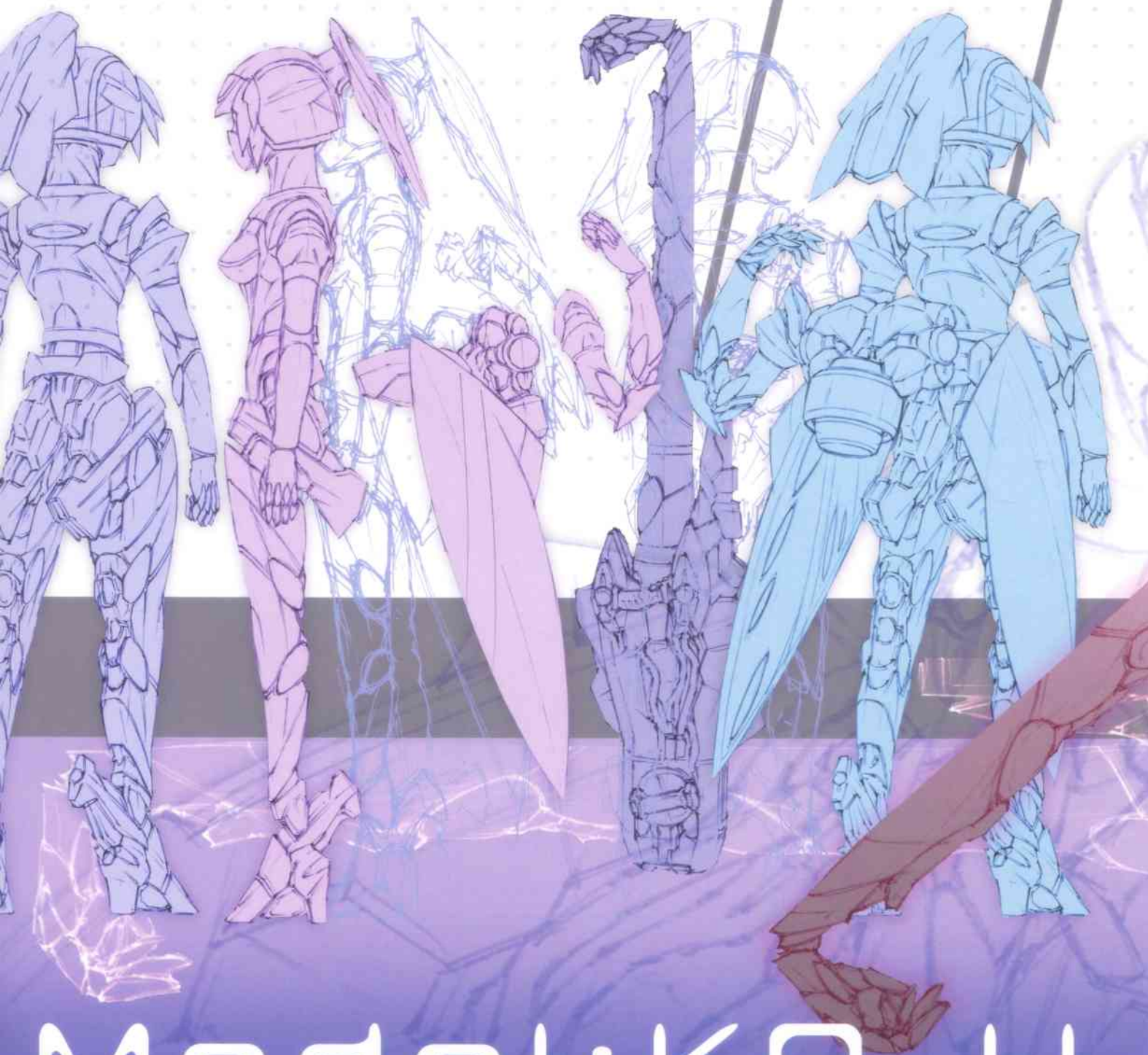
KOS-MOS

ANTI-GNOSIS STRATEGICAL MULTIPLE OPERATION SYSTEMS COMPETITION. HYAMS HEAVY INDUSTRIES

連邦政府による対グノーシス戦略的多目的制御体系コンペティションに
ハイアムズ重工業から提出されたプラン「KOS-MOS Ver.I(ái) Model:KP-H」
Design/illustration 石垣純哉

This is the plan "KOS-MOS Ver.I(ái) Model:KP-H" presented by Hyams Heavy
Industries for the Federal Government's Anti-Gnosis Strategical Multiple
Operation Systems Competition.

Design/illustration by Junya Ishigaki



Model:KP-H

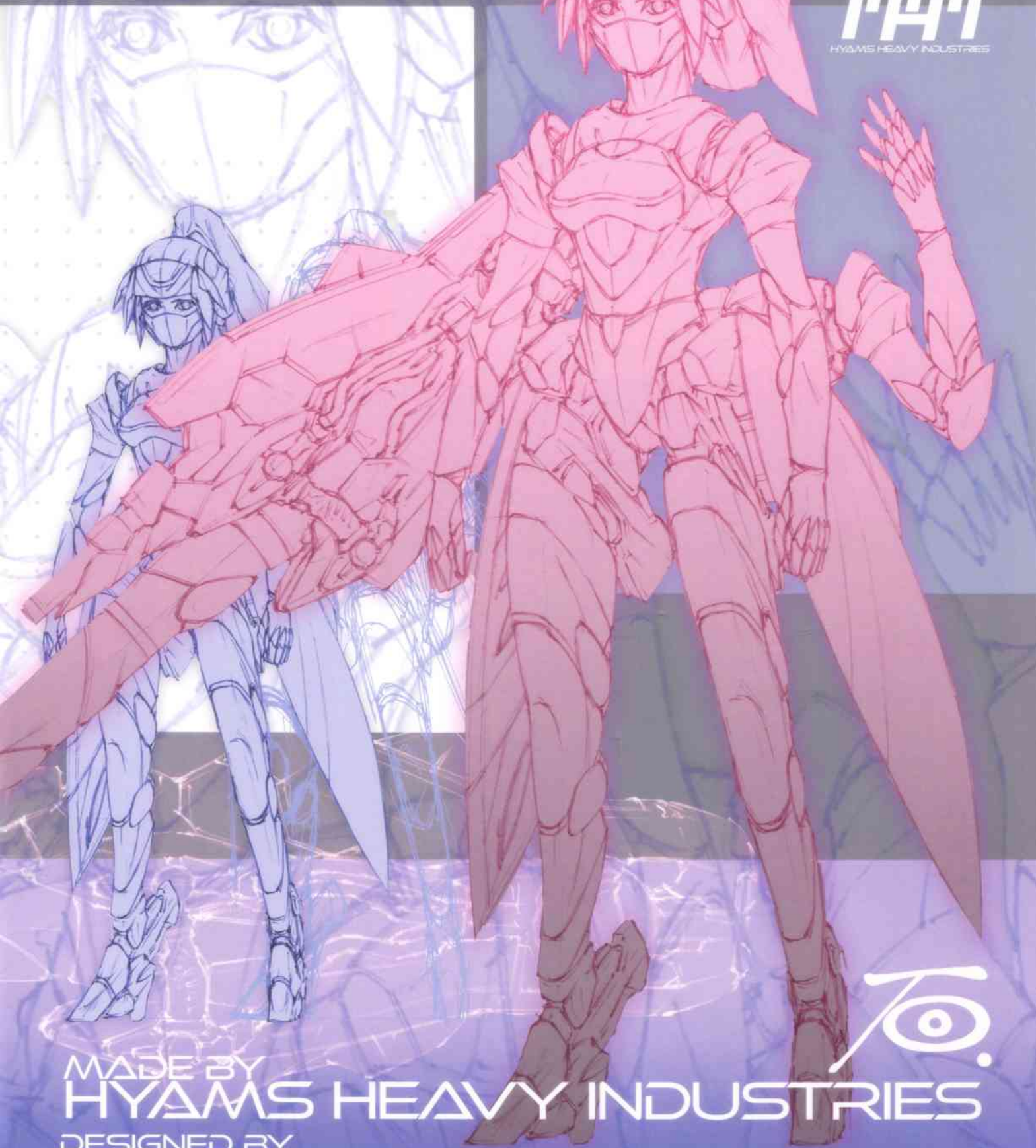
Ver.1

[ái]

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

"Villains and Plots" was released on February 28, 2002.
It was born from her crafts, converts into various bodies.
It continues to evolve with the player.
We hope everyone will continue to inspire us today.
The year 2022



MADE BY
HYAMS HEAVY INDUSTRIES
DESIGNED BY
JUNYA ISHIGAKI





KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Kainage Genshi I: Dai 19ku no Platte" was released on February 28, 2002.
It is the center artwork of KOS-MOS' personal item box, which contains her various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by everyone and continues to inspire us today.
20 years later, in the year 2022.

i l l u s t r a t i o n e
r e d j u i c e



KOS-MOS

Ver. AV
[Agastya]



Fujimoto Hideaki a.k.a. Shuhan

D e s i g n / i l l u s t r a t i o n
藤 本 秀 明 a . k . a . し ゅ は ん
Fujimoto Hideaki a.k.a. Shuhan

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Shin Megami Tensei: Devil Summoner 2: Demon City" was released on February 28, 2002.
It is the earliest artwork KOS-MOS appeared from her profile, converted into vector format,
and mostly around the concept with the player.
Even after the game was completed, she was loved by everyone and continued to inspire us today.
20 years later in the year 2022.

KOS-MOS 特殊兵装/設定画 Special armor designs



KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Shin Megami Tensei: Devil Summoner 2: Demon City" was released on February 18, 2002.
In it, the character named KOS-MOS awakes from her credits, converts into various bodies,
and travels around the universe with the player.
Even after the game was completed, she was loved by fans and continued to inspire us today.
20 years later in the year 2022.

背になびく青き星雲

生物である事を否定する数々のインターフェース。

機械である事を忘れさせる麗らかなシルエット。

遙か遠く、瞬めて近く、そして未だ知らぬ存在を見据える、

超高精度の計測器官。

Her hair, fluttering blue nebula.
Her interface, denying organism.
Her silhouette, forgetting machine body.
Far away. Close away. Imperceptible away.
Looking by ultra-precise instrumentation.



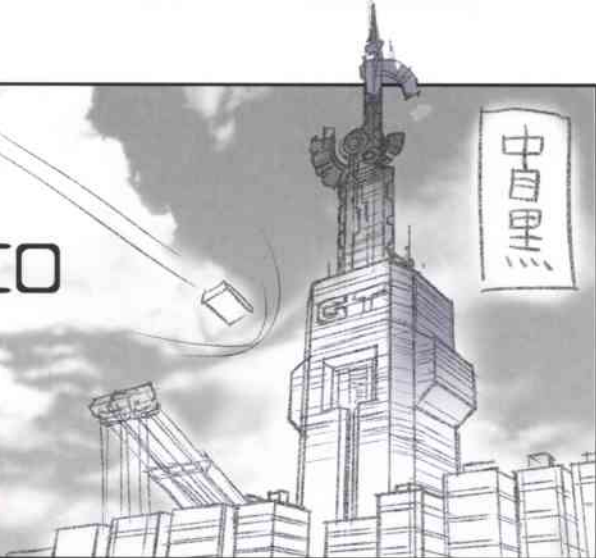
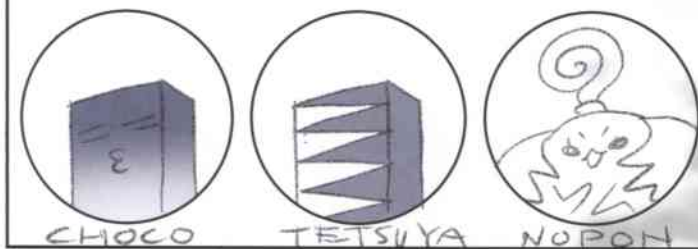
Illustration
TAKASHI TAKEUCHI
武 内 崇

高橋哲哉

はかく語りき

ALSO SPRACH TETSUYA TAKAHASHI

漫画
CHOCO



Monolith Soft's huge castle in Nakameguro



CHOCO: Congrats on releasing "Xenoblade 3"!
TETSUYA: Thanks!



T: Oh, if you are hungry, why not have box lunch?
C: No, thanks.

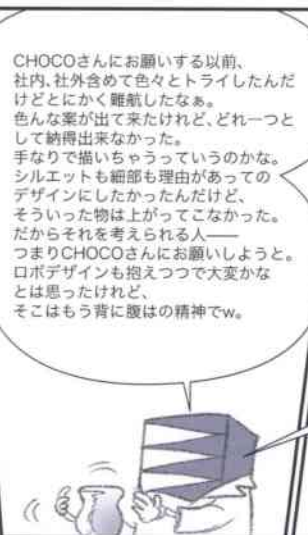


C: The meantime, it has been 20 years "Xenosaga Episode I: Der Wille zur Macht" the first Monolith Soft game released...

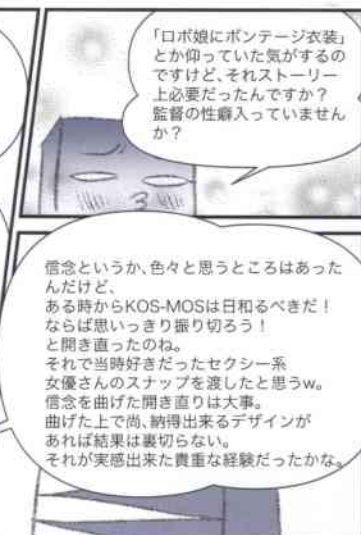
T: "Xenosaga" released 20 years ago. Having said that, we used to work together in SQUARE (before merger). So... I met you quarter century ago. Doesn't time fly?



C: Still remember for order "KOS-MOS" anticipate? Tell me for settings, reason for selected me.

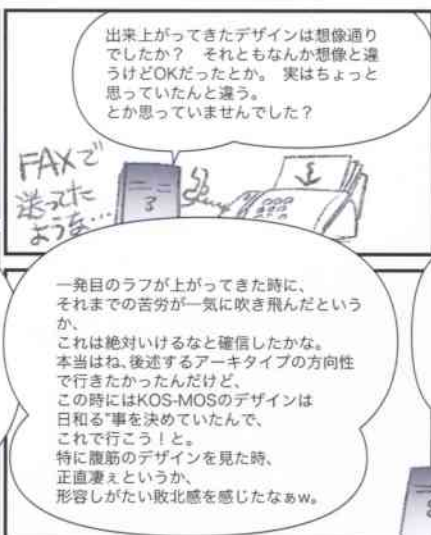


T: Before I selected you, call for idea inside and outside. After I got a lot of ideas, I couldn't convince it. All of ideas light-fingered what I need for persuasive reason that overall, details, settings, but I couldn't. After I search who can do it... I selected you. I knew that you have other robots design, BUT nevertheless, I needed you, lol



C: That reminds me, you said I just remembered that you told me "The Robot Girl Wears bondage dress". That story involved this! It was including your proclivity that I thought.

T: First, I thought it will stick to my guns. But a one day, I've changed for "Focus on the market" and leaving my belief. For this reason, I shared my favorite sexy actress photo with you. Get results, convincing design better than my belief. That became a precious experience to me.



C: Well... did it designs are your expected or not intended? Or was it different from what you imagined, but OK? Was it actually a little different from what you thought it would be?

T: Got the first draft, I felt "Hard work always pays off". Can't go wrong with that. Actually, wanted to get "Archetype (follow later)". However, I decided focus on the market, I adopted. At that time, I've nothing left to say except great abdominal muscles... felt a sense of utter defeat it. lol

C: (Oh, I didn't know that...)



C: What's your favorite KOS-MOS version?

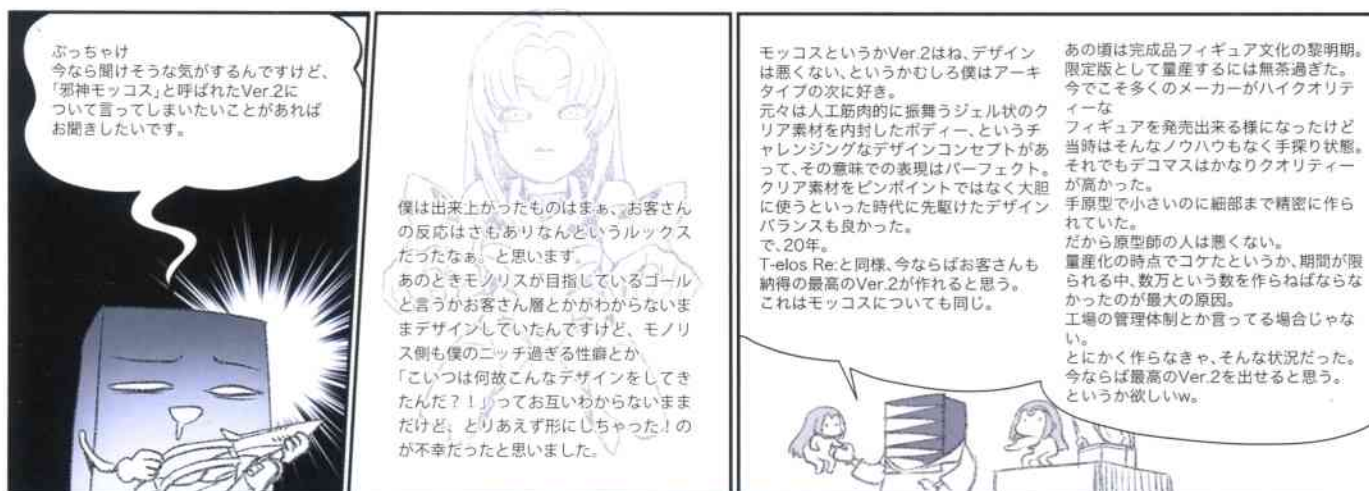
T: "Archetype" is.
I wanted like in the style of Bellmer.
So, I ordered the motif will be Hans Bellmer.
Really, I hoping to all version like this, but this motif was niche, and someone feel creepy.
Afraid of this, narrow down only the "Archetype".

About Hans Bellmer

German artist and doll maker
(Hans Bellmer 1902 - 1975)
He also made spherical dolls, but his style is a bit grotesque, and I think people who know him have a fetish for them.
He is not a Vermeer.

T: Ver.2 was challenge. (Reference to "Mockos")

Ver.3 was softening the resistance, refine on marker.
Thanks to it, Ver.3 were most stylish one.
Ver.4 was most famous one, but far from KOS-MOS original spirit.
The design by teams was not bad, rather include advanced factors.
After all, this is meaning of "KOS-MOS".
because It's body of Maria's soul, not good at too close human-like.
Body are body. Should not more.
Don't be deluded by appearances, Still the same today.



C: TBH, I couldn't tell you until today.
Is anything you want to say about Ver.2 called evil goddess "Mokkos"?

I (CHOCO) think...It was expected results from customer.
I designed that without really understanding for Monolith goals, customers at the time.
Also, Monolith can't understand "What's CHOCO proclivity?" "Why CHOCO made this design?", and we grow apart.
Due to failure cause are make for now".

C: (CHOCO) think...It was expected results.
I designed that without really understanding for Monolith goals, customers at the time.
Also, Monolith can't understand "Why CHOCO made this design?", we grow apart.
Due to failure cause are make for now".

T: Ver.2 "Mockos", the design is not bad, rather I like next to "Archetype".

Ver.2 concepts are challenging design is.
There's body made of clear-gel, movement like an artificial muscle.
Considering this, It's perfect.
Your great design sense predicts the future for clear material to be used extensively as mainly, not pinpointing.

Since then, 20 years.
Now I think I can make the best of best Ver.2 like "Telos Re".
The same for "Mokkos".
It was too hard to make any complete painted figure.
Against that background, limited editions are

reckless plan.
Nowadays, many manufacturers can release high quality figures.
But at the time, they didn't have any knowledge.

Even so, the Coloring samples quality is high.
Regardless of prototype made by hands, details are precise.
So, sculptor didn't nothing wrong.
The causes are mass-production within a time limit, must make tens of thousands of pieces.
Don't have any talk about management system.

Now I can make the best Ver.2.
In a sense, I want lol



C: She appeared on various games, renewed and reappeared in "Xenoblade 2".
I (CHOCO) think it was invention for "The robot girl as weapon combined a girly costume with lace".
Nowadays, these factor treated as a standard for "RoboMusume".
As the creator of original "RoboMusume", where I want to give birth to not only "KOS-MOS" and "Telos", but also "more various".

T: if you have a next, At strong style with you'llol
Recently, mainly communication through with work sites.
There is good for training the next generation on Monolith Soft, but personally want to "direct confrontation".
I believe like that the products're get to someone's heart.

C: Thank you so much!

END

KOS-MOSFIX

HAPPY BIRTHDAY KOS-MOS! YOU ARE 20 YEARS OLD TODAY
2002-2022

The PS2 video game "Vanguard Gaiden" (The 2nd of "Vanguard") was released on February 28, 2002.
It is the 20th anniversary of KOS-MOS's debut from the world's greatest video game series.
We would like to celebrate her 20th birthday with this book.
This book will give her birthday, but not limit to birthday celebration. It is a book
to give her 20th birthday.

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I M P R I N T

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